

I Claim:

1. A method for playing a game utilizing an inventory of game indicia comprising:

5            configuring the game inventory indicia into a random, serial order;  
             a player making wagers and playing a series of hands;  
             for each hand of play, revealing a predetermined number of game indicia  
to define an outcome, said indicia selected in order from the serially arranged  
inventory;

10           displaying the constituency of the inventory depleted of said revealed indicia  
for each hand; and

             issuing an award to a player obtaining one of a plurality of preselected  
winning indicia combinations.

2. An electronic device for playing a game utilizing an inventory of game  
15        indicia comprising:

             a processor, said processor configured to include means for randomly  
arranging said inventory into a serial order;

             a video display;

             means for a player to make a wager and prompt play of the game;

20           said processor, in response to prompting, configured to select and display  
at said display a predetermined number of indicia selected in order from said  
arranged inventory to define an outcome; and

said processor configured to compare said outcome to a schedule of winning outcomes stored in a data structure, to issue an award for a winning combination and to control the display to display the remaining constituency of the inventory depleted of said displayed game symbols.

5        3.        The device of claim 2 comprising said processor configured to select and display a matrix of indicia, said matrix including a plurality of pay lines each including an outcome, means for the player to wager on a plurality of said pay lines and said processor configured to compare the outcome for each wagered upon pay line to said schedule and to issue an award for each winning combination.

10       4.        The device of claim 2 including an input apparatus for inputting a re-shuffle signal to said processor to prompt the processor to re-arrange and re-constitute said indicia inventory.

5.        A method for playing a game utilizing an inventory of game indicia cards comprising:

15                shuffling the game inventory indicia cards into a random, serial order;  
                  at least one player making wagers and playing a series of hands;  
                  for each hand of play, revealing a predetermined number of game indicia cards to define an outcome, said cards selected in order from the serially arranged inventory to deplete the same;

20                issuing an award to a player obtaining one of a plurality of preselected winning indicia combinations; and

